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FIG. 1
(PRIOR ART)

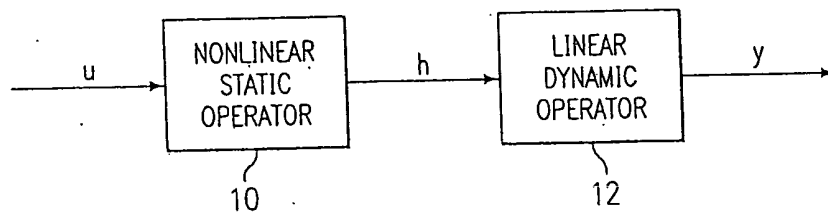
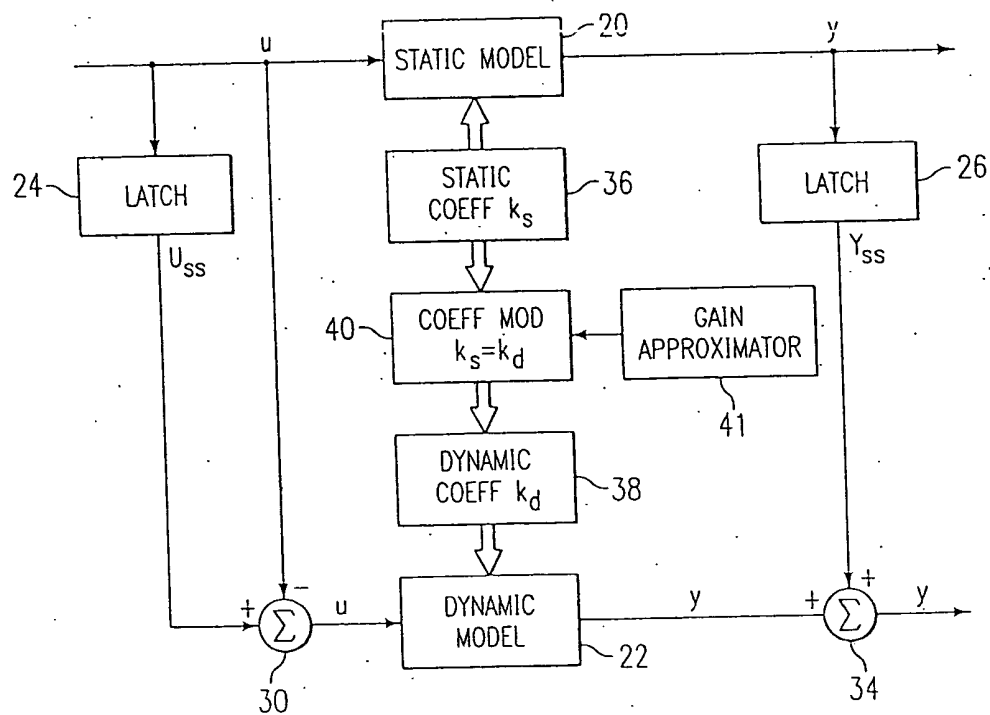


FIG. 2



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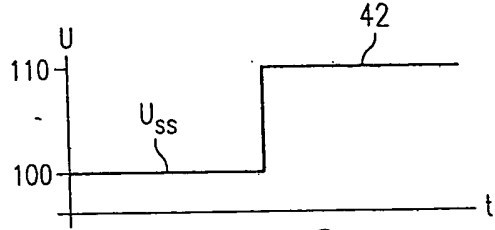


FIG. 3a

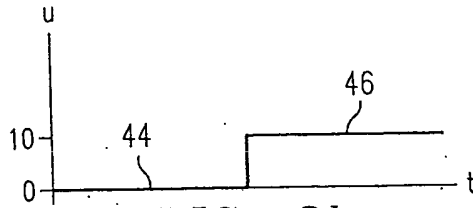


FIG. 3b

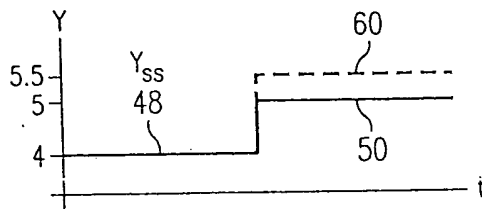


FIG. 3c

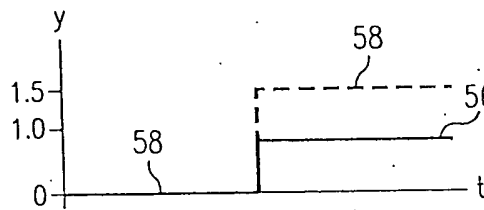


FIG. 3d

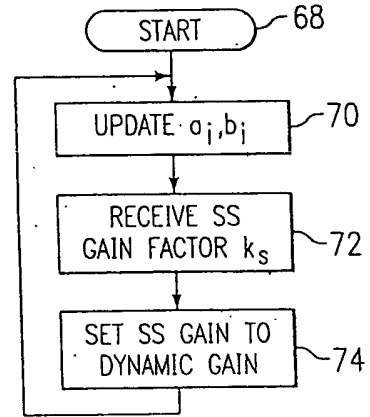


FIG. 5

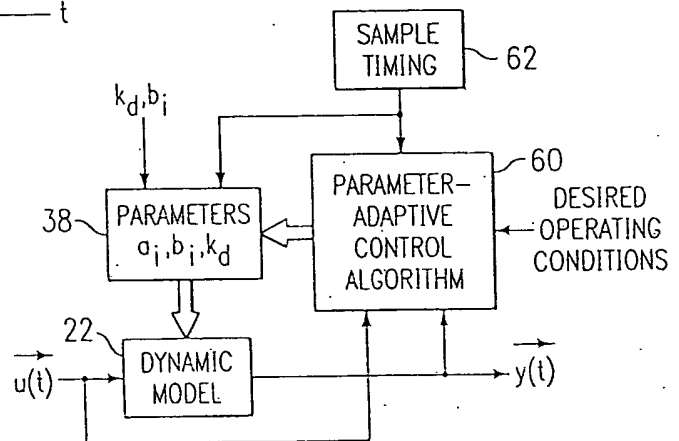


FIG. 4

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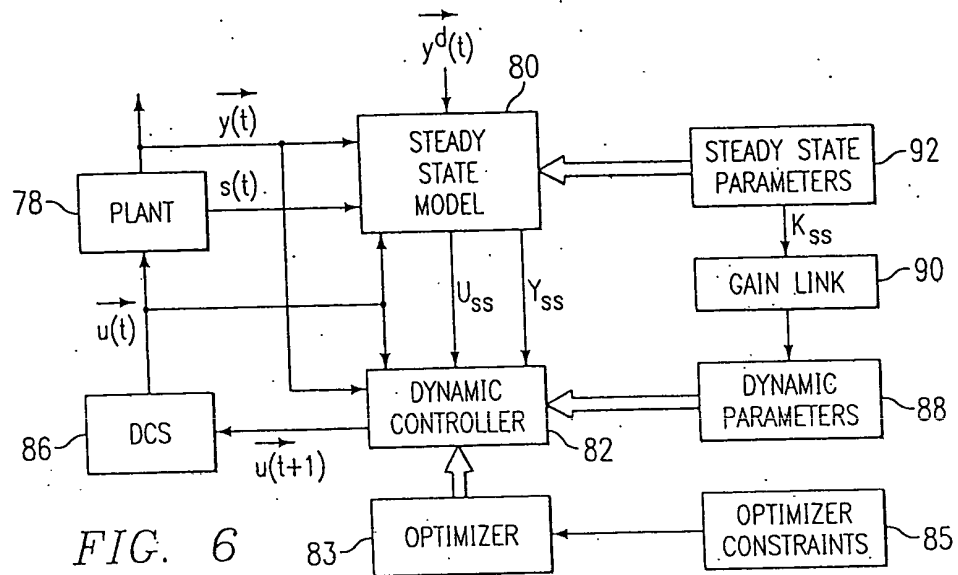


FIG. 6

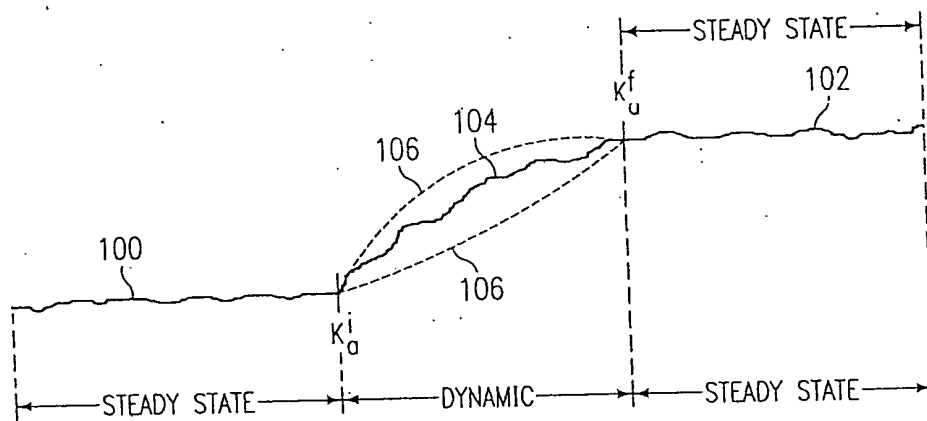


FIG. 7

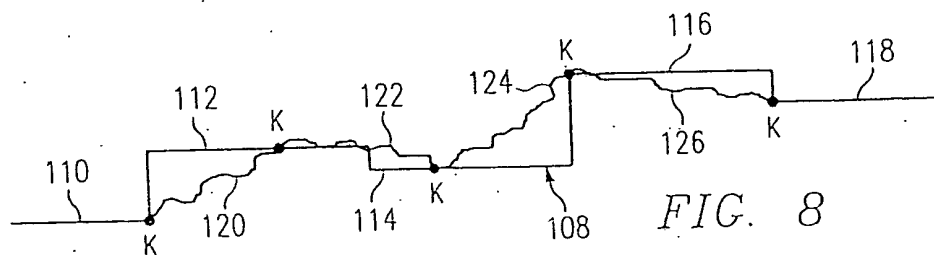


FIG. 8

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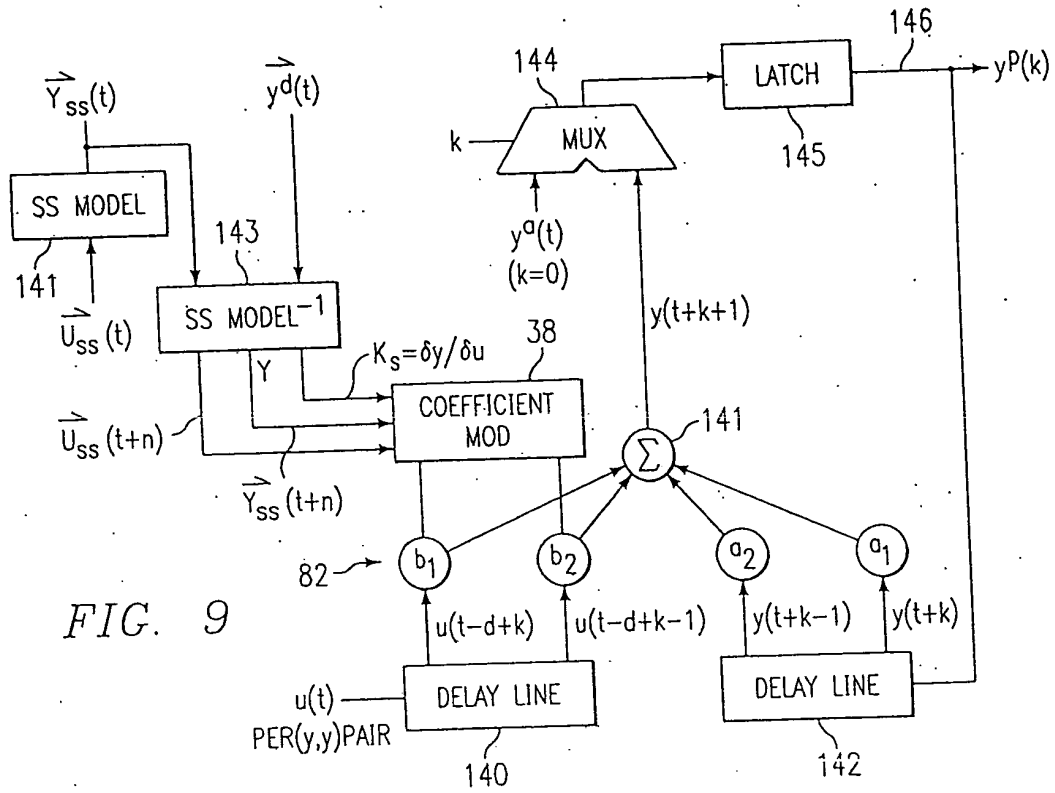


FIG. 9

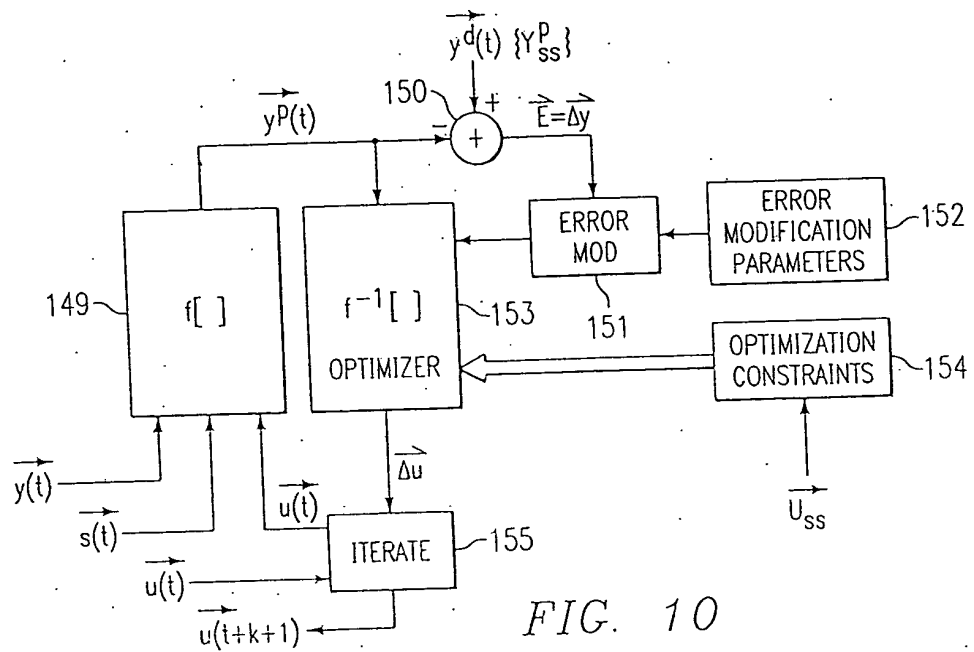


FIG. 10

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FIG. 11a

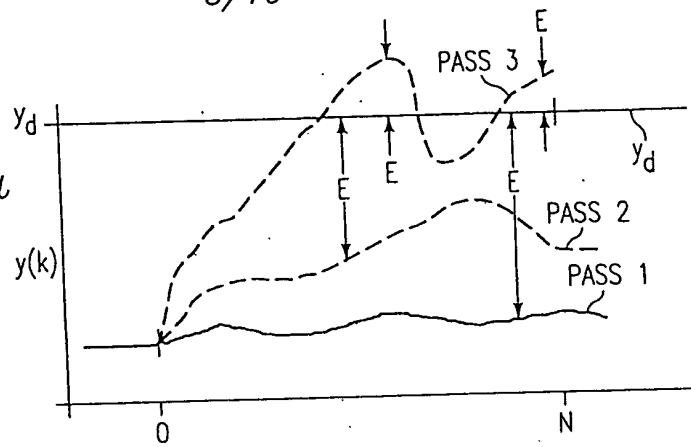


FIG. 11b

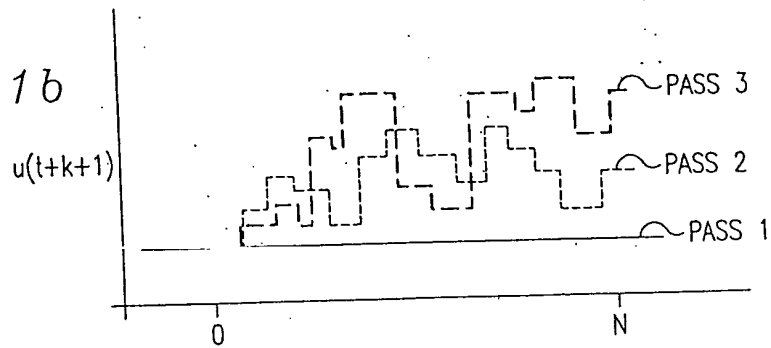
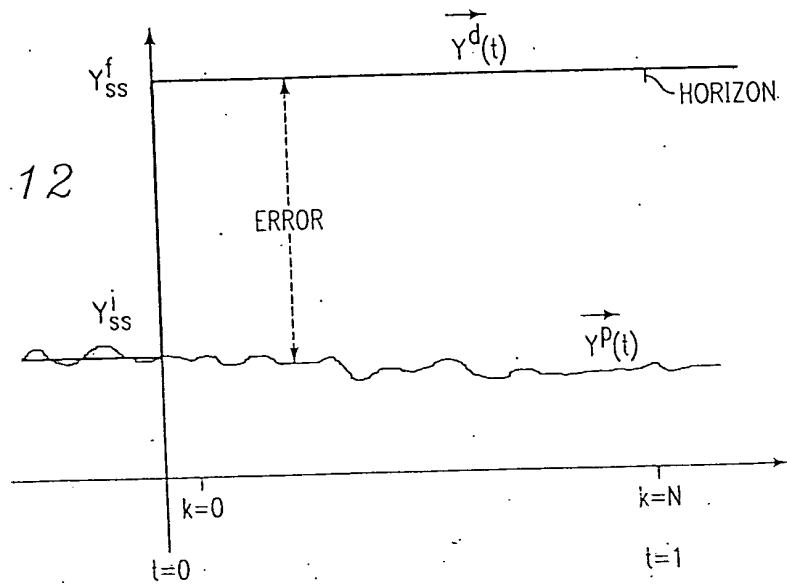


FIG. 12



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FIG. 13

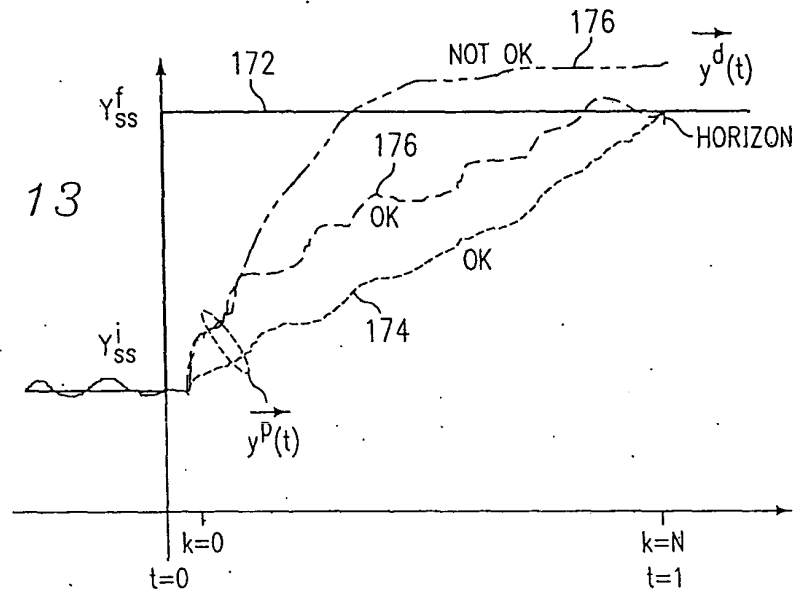


FIG. 14

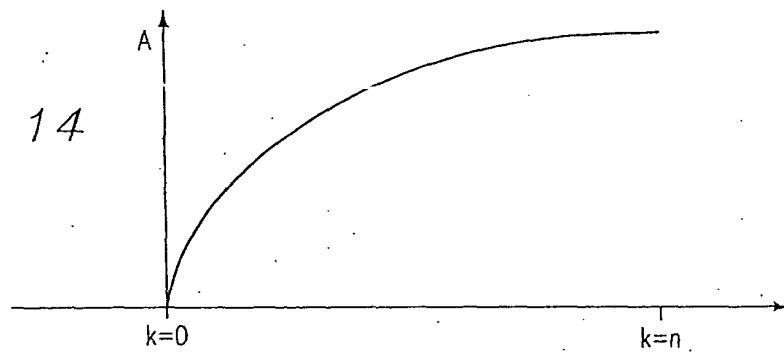
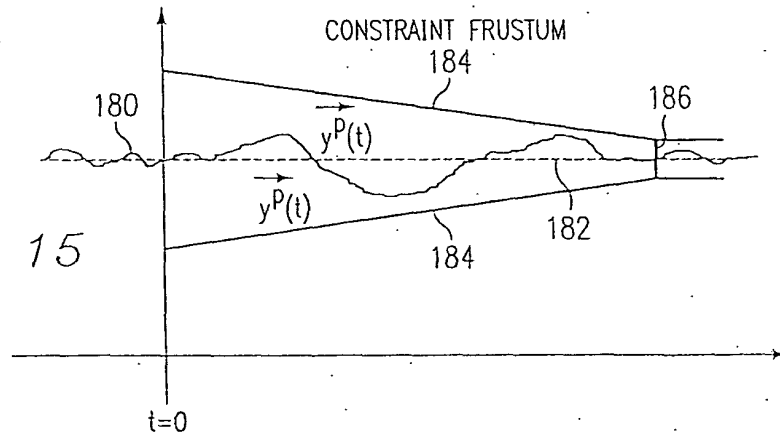


FIG. 15



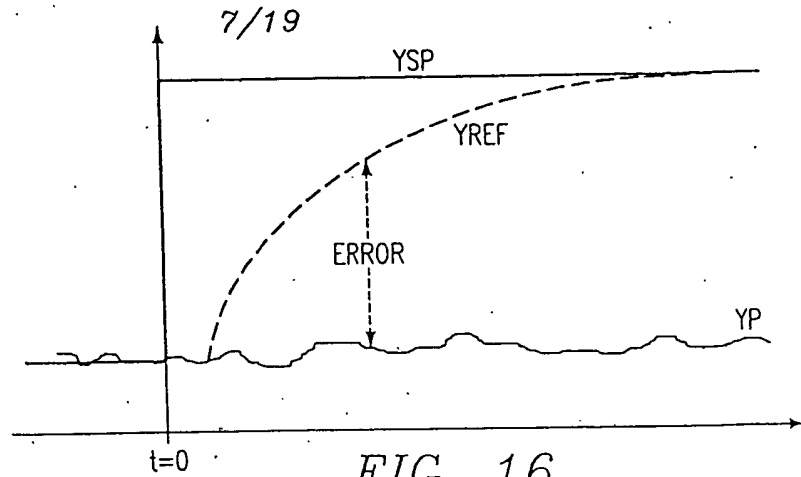


FIG. 16

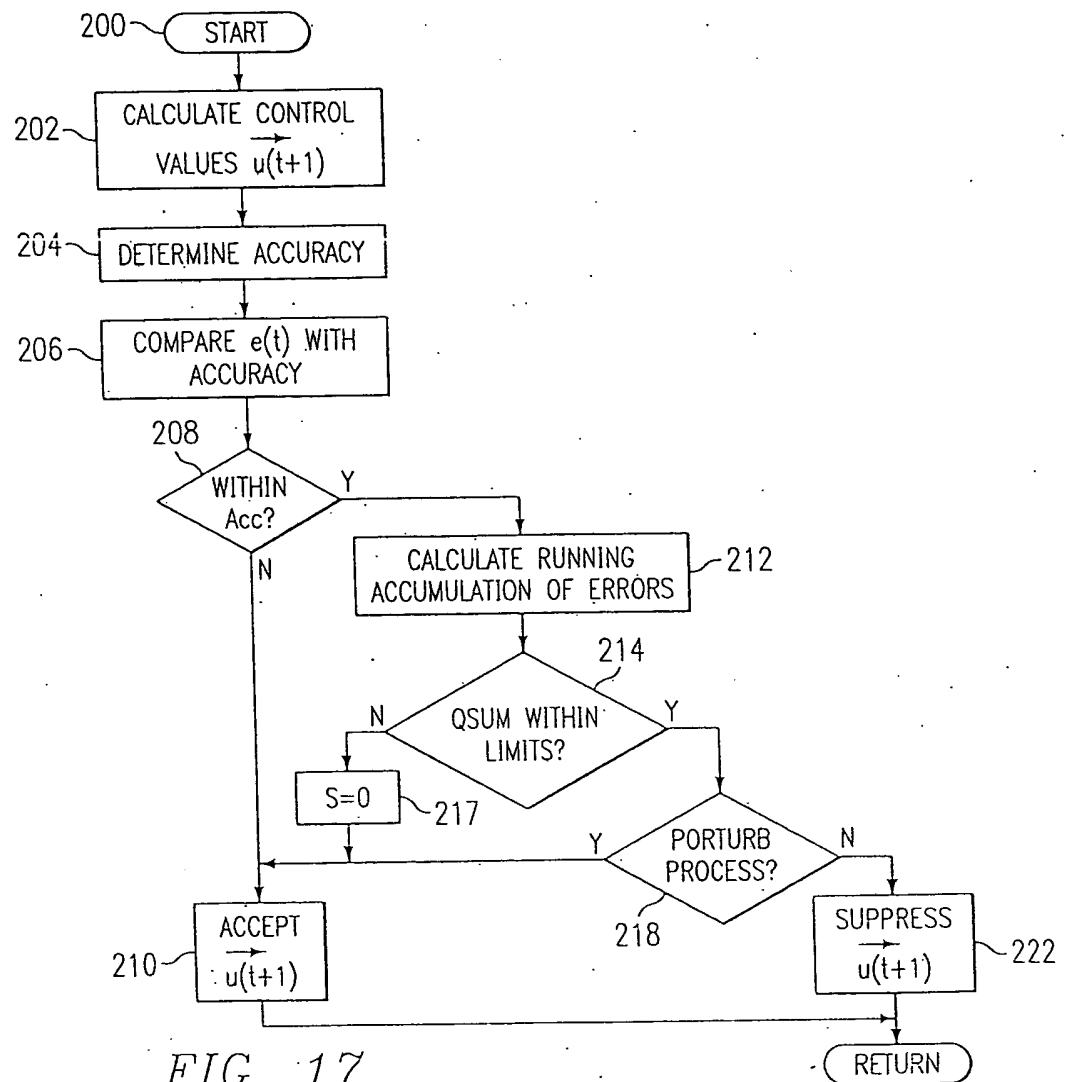


FIG. 17

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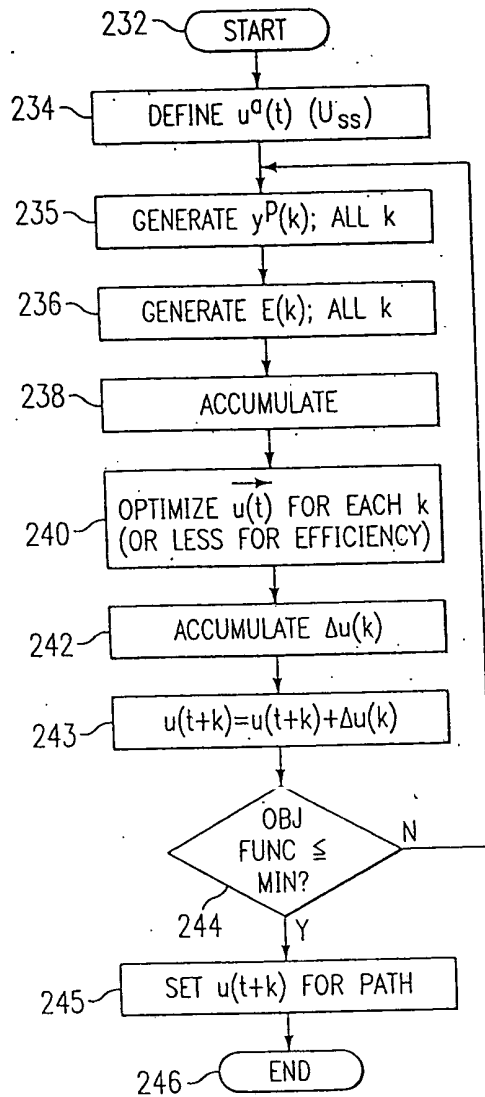


FIG. 19

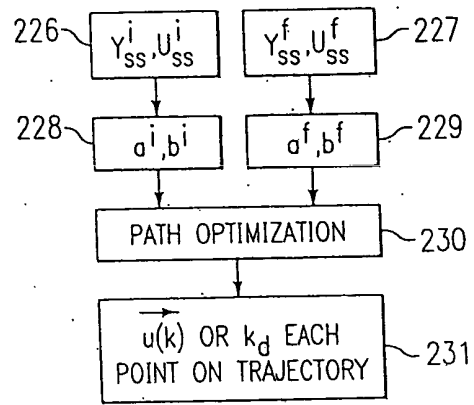


FIG. 18

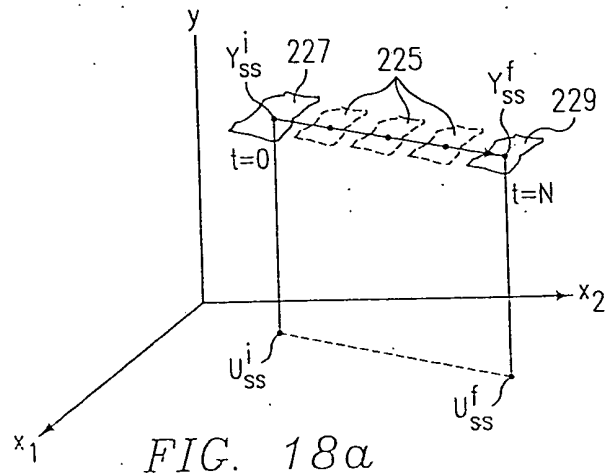
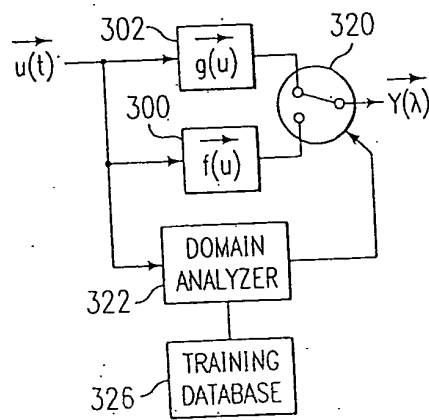
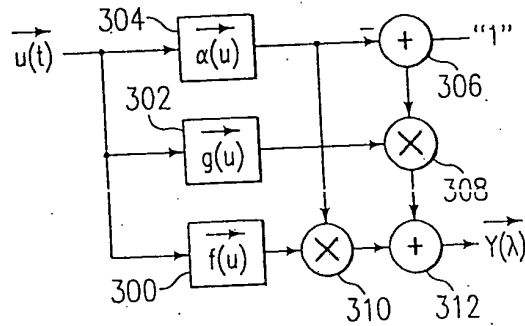
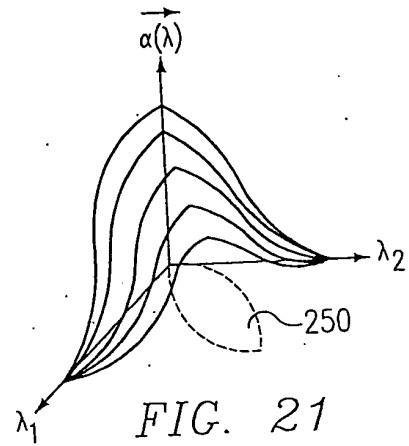
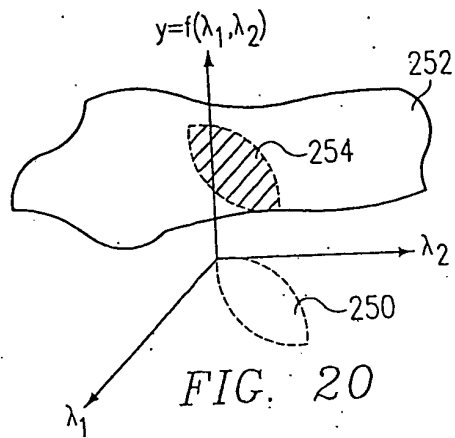


FIG. 18a

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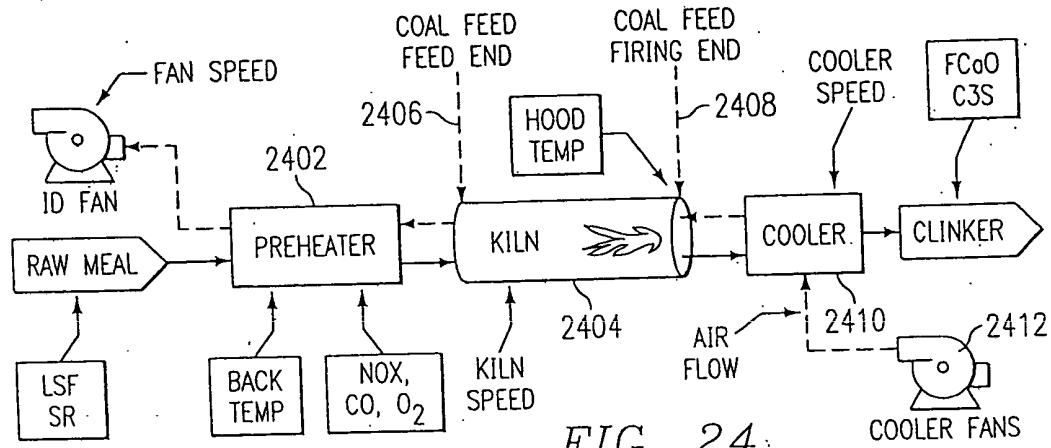


FIG. 24

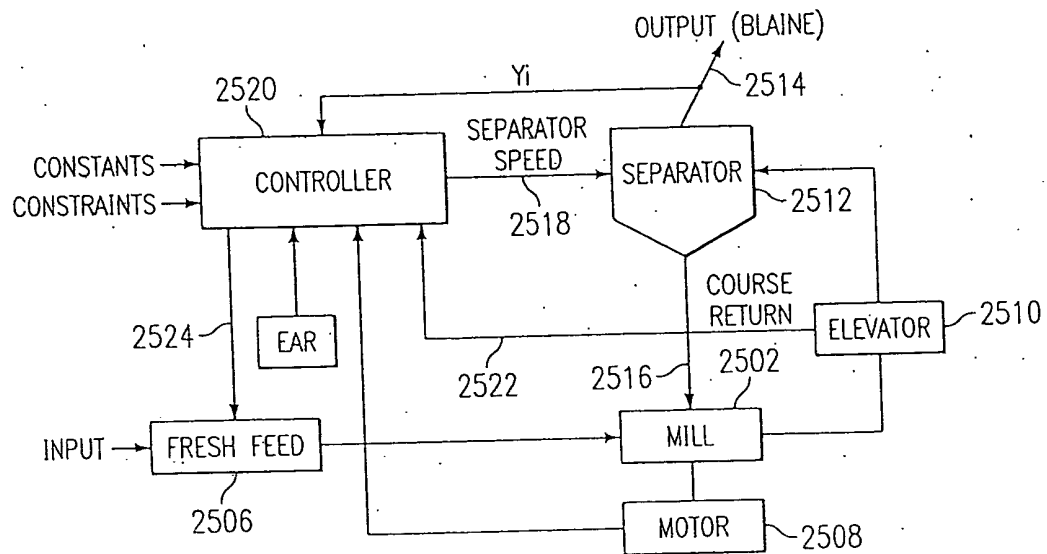


FIG. 25

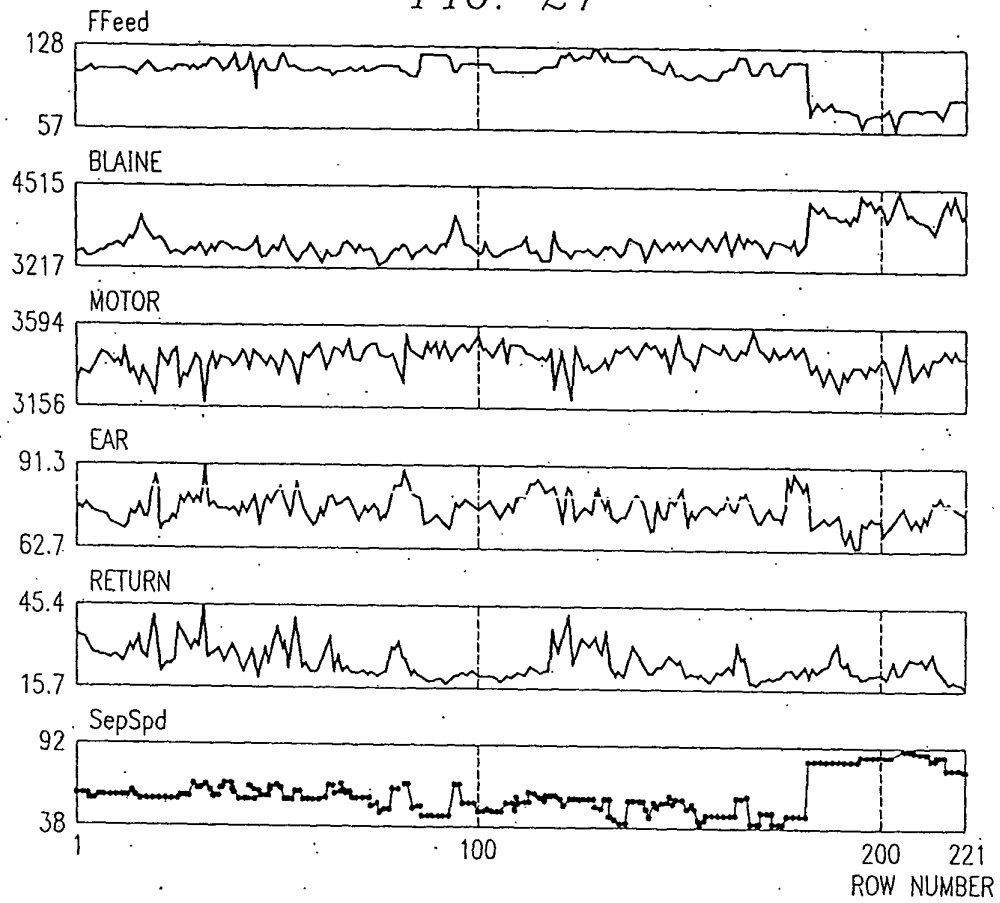
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	BLAINE	RETURN	EAR	MOTOR
FFeed	DYNAMIC USER-SPECIFIED	DYNAMIC USER-SPECIFIED	DYNAMIC USER-SPECIFIED	DYNAMIC USER-SPECIFIED
	MIN GAIN: -150.000 MAX GAIN: -10.000 ORDER: SECOND OVER AND CRITICALLY DAMPED DELAY: 4.000m TIME CONSTANT 1: 2.000m TIME CONSTANT 2: 3.000m LEAD TIME: 0.000m	MIN GAIN: 0.200 MAX GAIN: 1.200 ORDER: SECOND OVER AND CRITICALLY DAMPED DELAY: 6.000m TIME CONSTANT 1: 2.000m TIME CONSTANT 2: 3.000m LEAD TIME: 0.000m	MIN GAIN: 1.600 MAX GAIN: 1.600 ORDER: SECOND OVER AND CRITICALLY DAMPED DELAY: 8.000m TIME CONSTANT 1: 2.000m TIME CONSTANT 2: 2.500m LEAD TIME: 0.000m	MIN GAIN: -180.000 MAX GAIN: -180.000 ORDER: SECOND OVER AND CRITICALLY DAMPED DELAY: 1.000m TIME CONSTANT 1: 2.000m TIME CONSTANT 2: 2.500m LEAD TIME: 0.000m
SepSpd	DYNAMIC USER-SPECIFIED	DYNAMIC USER-SPECIFIED	DYNAMIC USER-SPECIFIED	DYNAMIC USER-SPECIFIED
	MIN GAIN: 145.000 MAX GAIN: 145.000 ORDER: SECOND OVER AND CRITICALLY DAMPED DELAY: 0.000m TIME CONSTANT 1: 1.000m TIME CONSTANT 2: 2.000m LEAD TIME: 0.000m	MIN GAIN: 0.100 MAX GAIN: 2.000 ORDER: SECOND OVER AND CRITICALLY DAMPED DELAY: 8.000m TIME CONSTANT 1: 2.000m TIME CONSTANT 2: 5.000m LEAD TIME: 0.000m	MIN GAIN: 3.750 MAX GAIN: 3.750 ORDER: SECOND OVER AND CRITICALLY DAMPED DELAY: 3.000m TIME CONSTANT 1: 2.000m TIME CONSTANT 2: 6.000m LEAD TIME: 0.000m	MIN GAIN: -40.000 MAX GAIN: -40.000 ORDER: SECOND OVER AND CRITICALLY DAMPED DELAY: 18.000m TIME CONSTANT 1: 2.000m TIME CONSTANT 2: 3.000m LEAD TIME: 0.000m

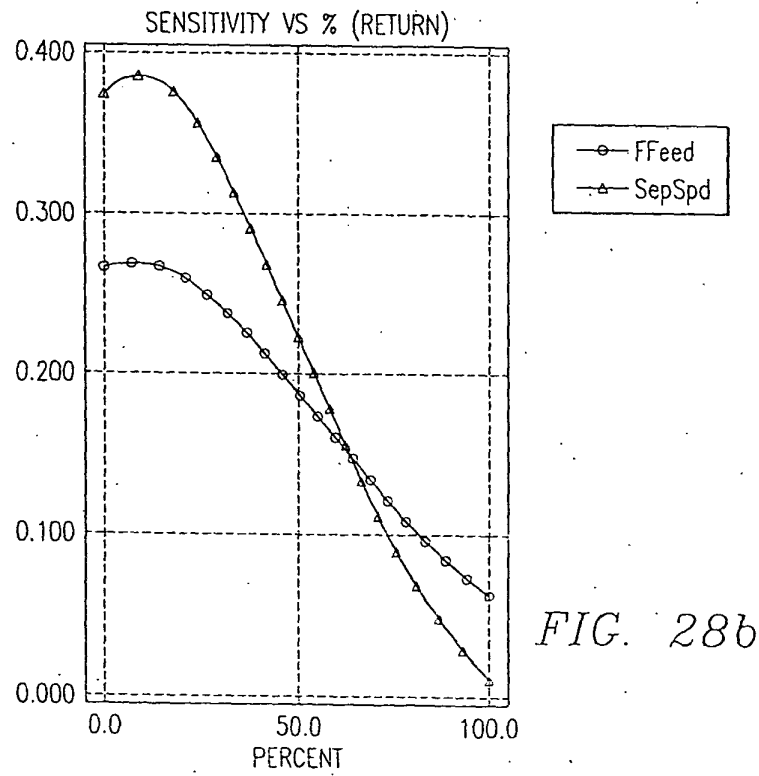
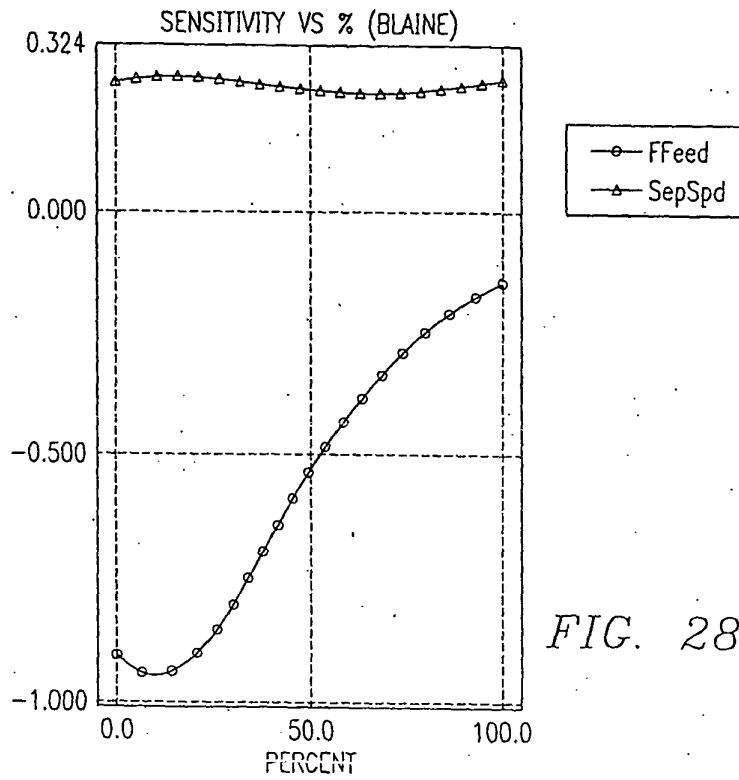
FIG. 26

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FIG. 27



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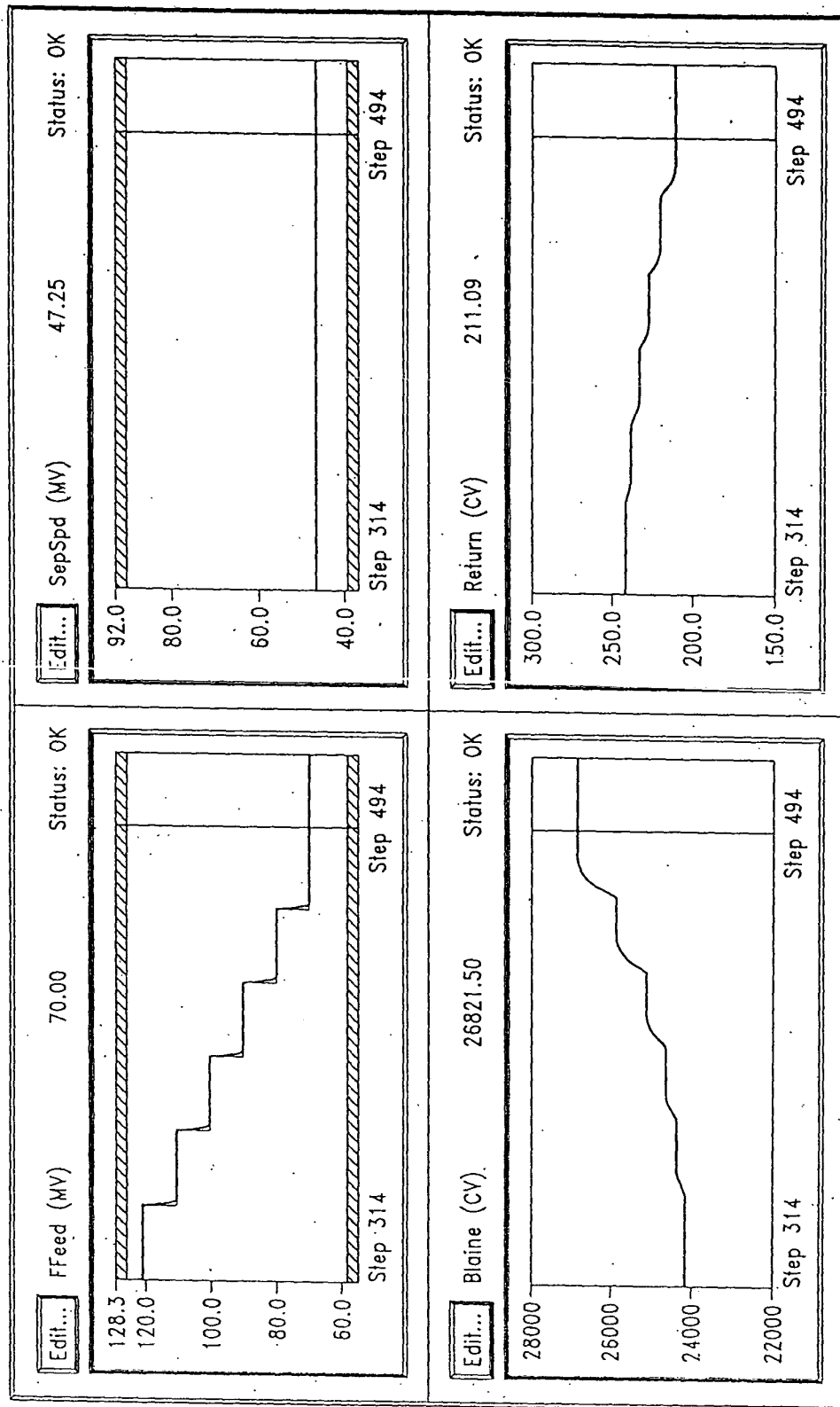


FIG. 29

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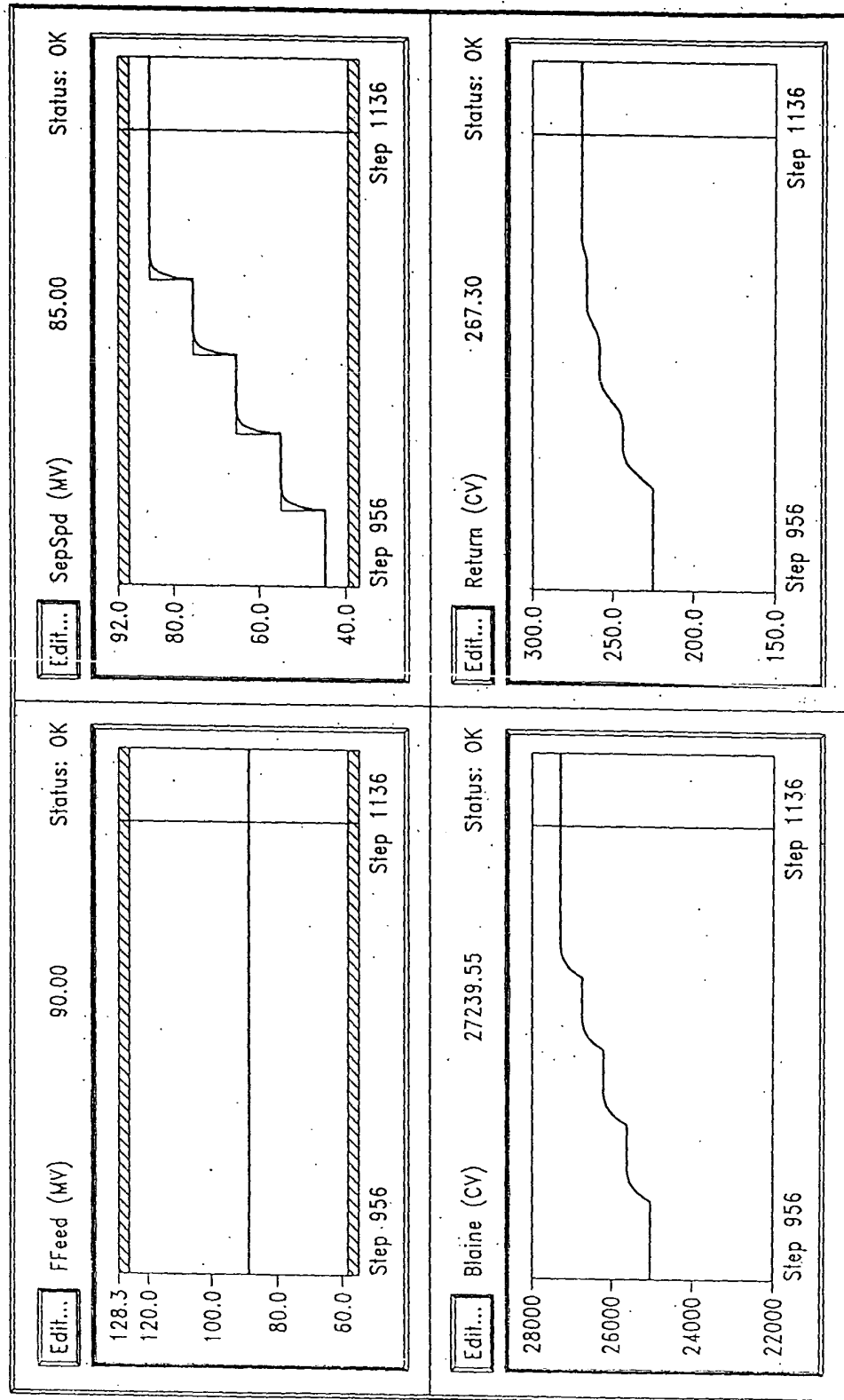


FIG. 30

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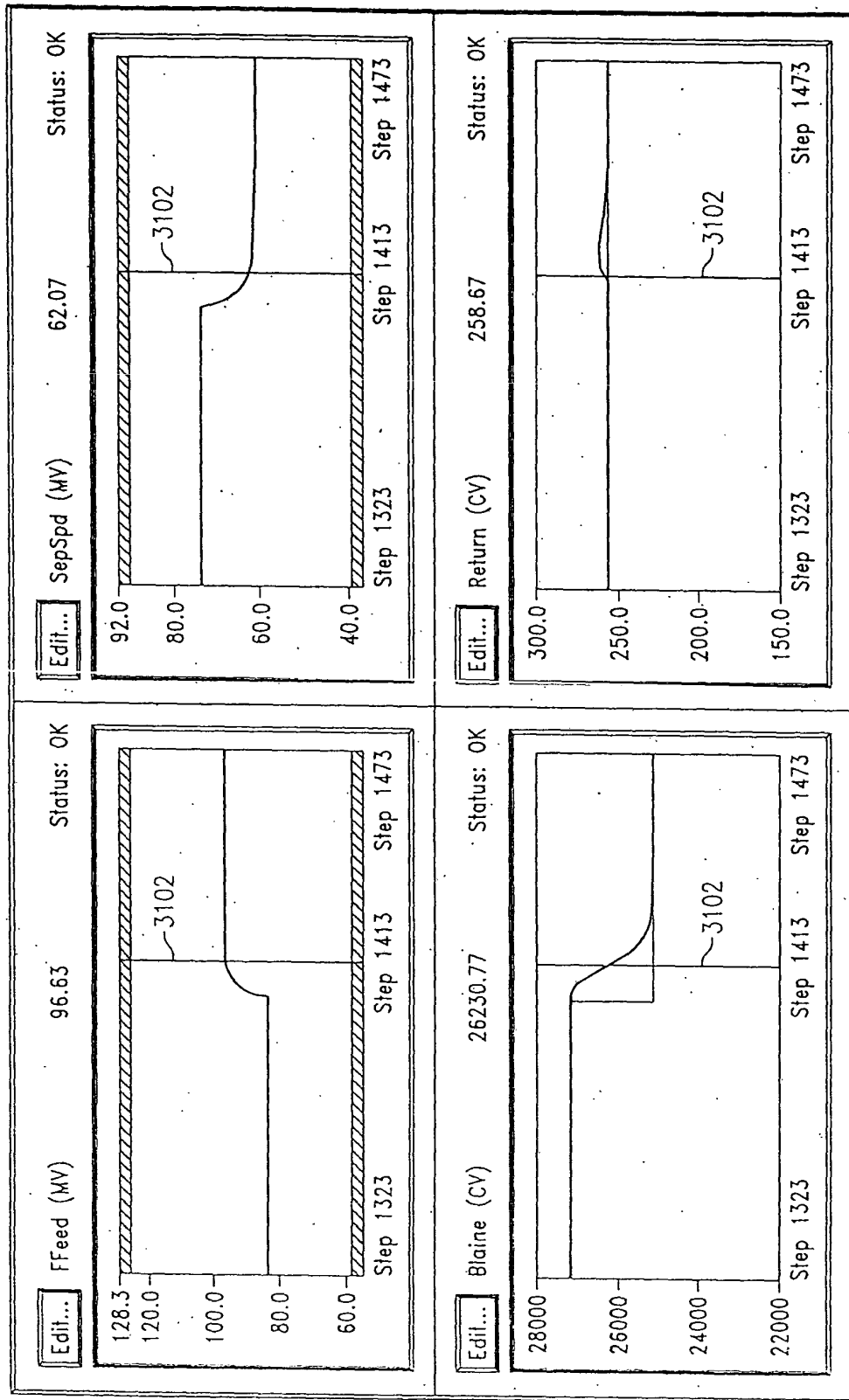


FIG. 31

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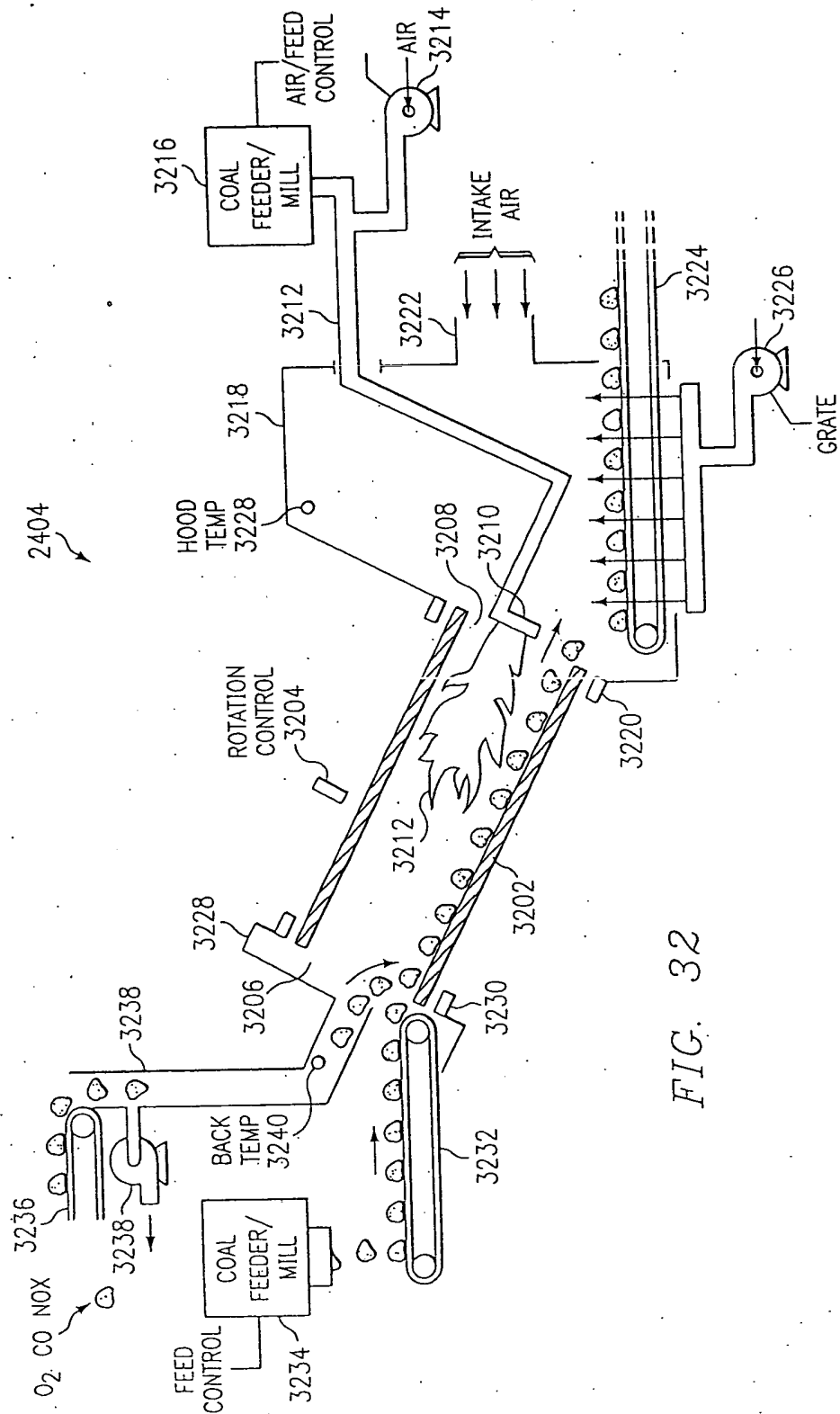
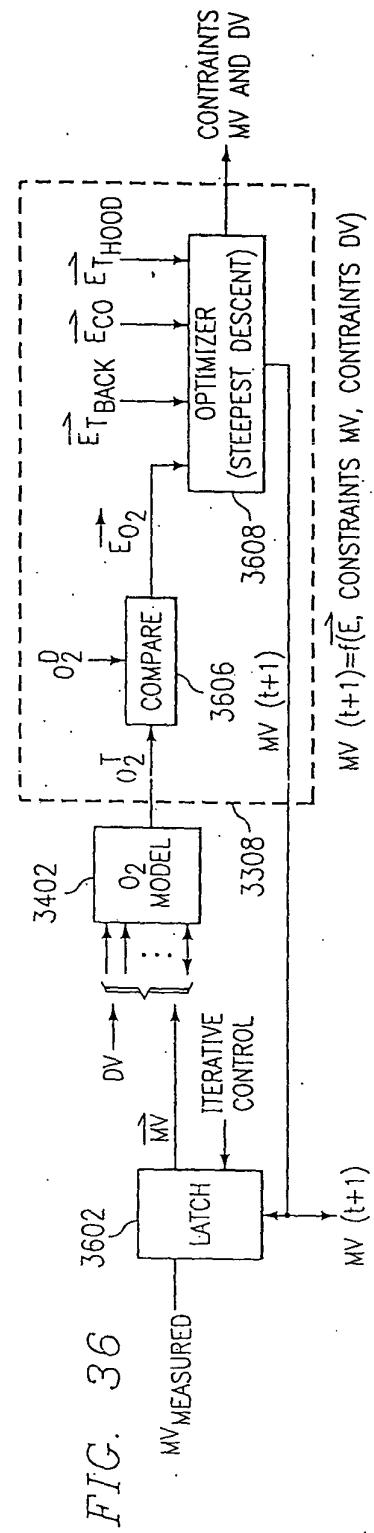
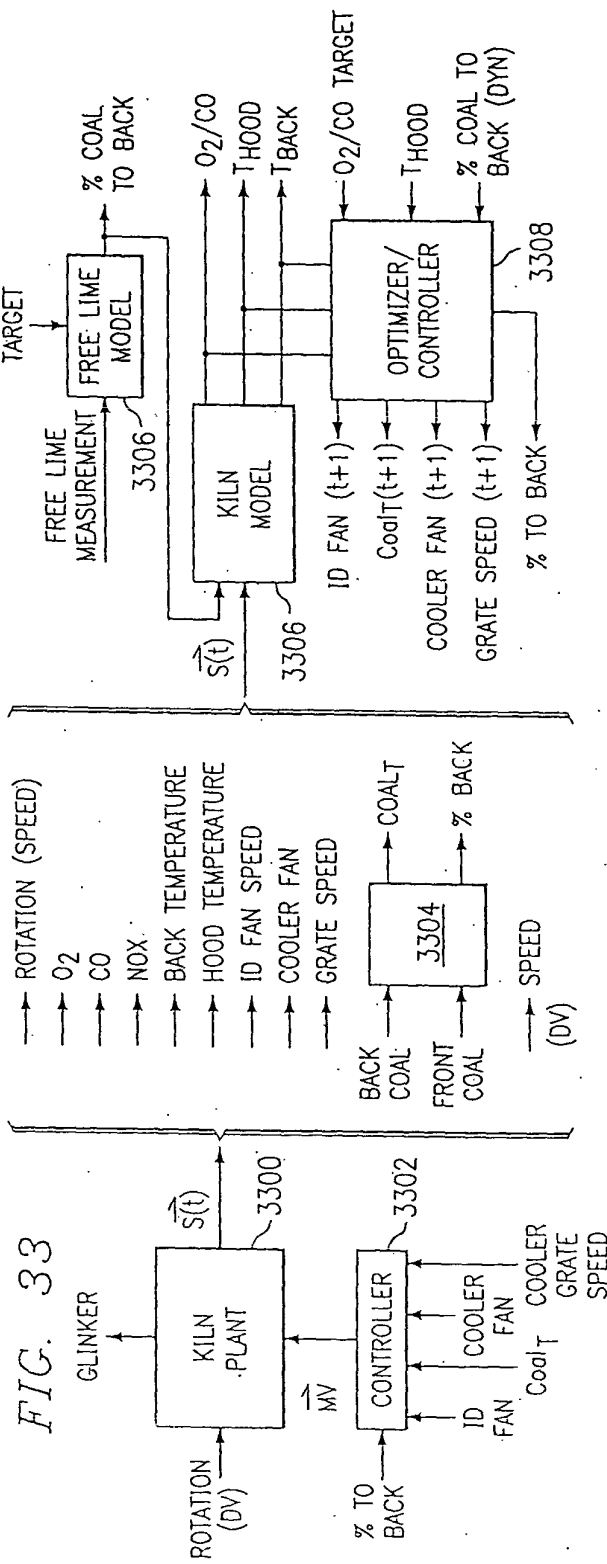


FIG. 32

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FIG. 34

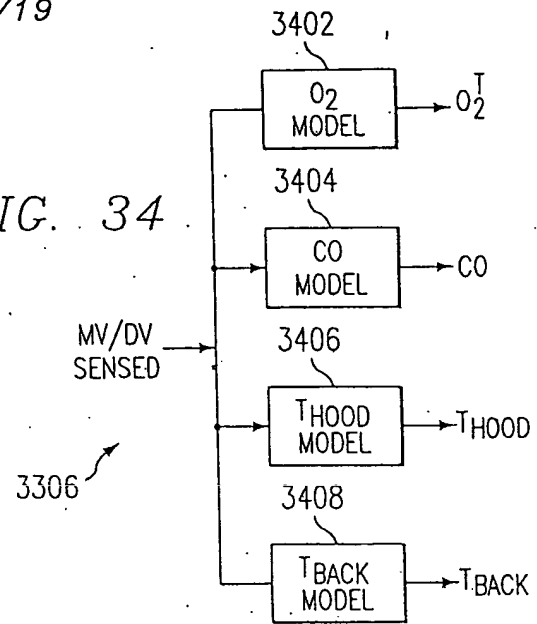


FIG. 35

